Subject: Re: Half-Life 2 Style Map Making
Posted by Di3HardNL on Mon, 09 Mar 2009 19:55:04 GMT

madrackz i had the same issue, but do the following to make it work:

- import the map in RenX
- simply export the map again as .w3d the name doesn't matter
- import the map in 3DSMax.

That works for me